



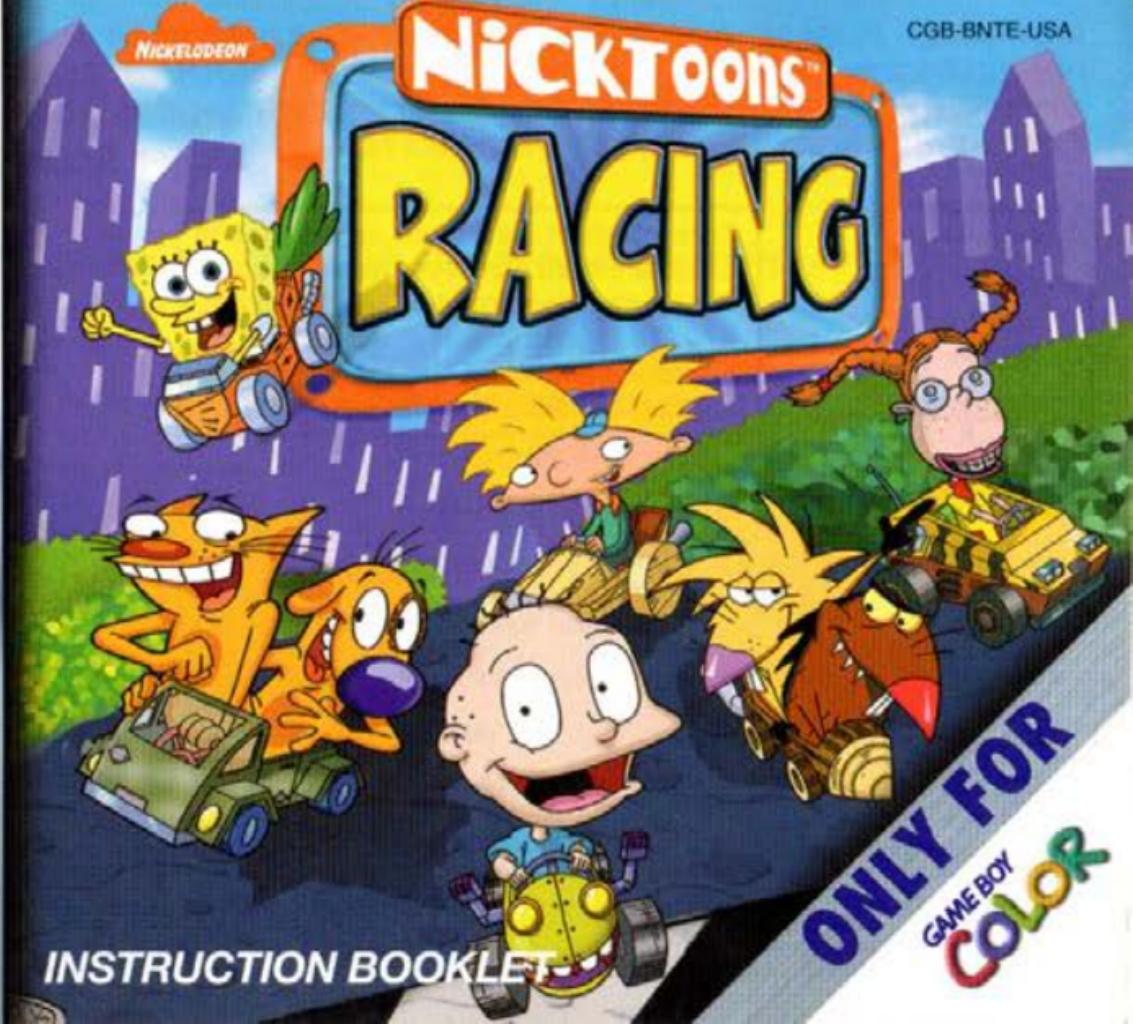
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PRINTED IN USA

Nintendo

GAME BOY Color



CGB-BNTE-USA

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**EVERYONE**



**EVERYONE**

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.**

## Table of Contents

Thank you for purchasing **NICKTOONS™ RACING** for the **Nintendo® Game Boy® COLOR** System.

**Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.**

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## Introduction

Rev up your engines and get ready for the wackiest racing game ever created for the Nintendo® Game Boy® COLOR System! In NICKTOONS™ RACING, compete in a go-cart style race against some of Nickelodeon's most beloved animated characters. Race on a variety of tracks, based upon four of Nickelodeon's premiere animated television programs, with the likes of The Wild Thornberrys™, The Angry Beavers™, SpongeBob SquarePants™ and The Rugrats™. Compete against your friends or the computer as you battle for the lead at every turn, and drive onto victory!

So what are you waiting for? Rev-up those engines!

**Good Luck!**



## On Your Mark!

To get started with NICKTOONS™ RACING, please begin with the following:

1. Make sure your Nintendo® Game Boy® COLOR System is turned off.
2. Plug the NICKTOONS™ RACING Game Pak into the Nintendo® Game Boy® COLOR System.
3. Turn on your Game Boy. In a few moments the Hasbro Interactive Logo Screen should appear.
4. Press START until the main option Screen appears.



Title Screen

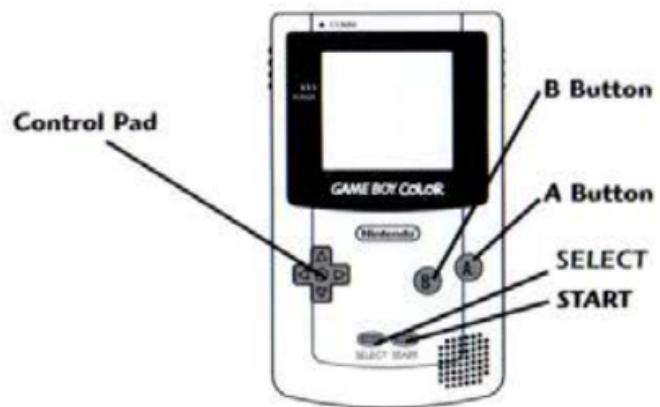


## Controller Functions

The following details the basic controller functions:

- **Control Pad LEFT** - Steers your car toward the left.
- **Control Pad RIGHT** - Steers your car toward the right.
- **A Button** - Causes your car to accelerate.
- **B Button** - Causes your car to brake.
- **Start** - Pause / unpause game

(While in Pause Mode, you may select to continue or quit the current race)



## Main Options

On the Main Option Screen, you may start a new game or continue playing at the last completed race. To continue a previous race, you must enter the password obtained during the previous play.

- Press UP/DOWN on the Control Pad to highlight either Option.
- Press the A Button to select the desired Option.

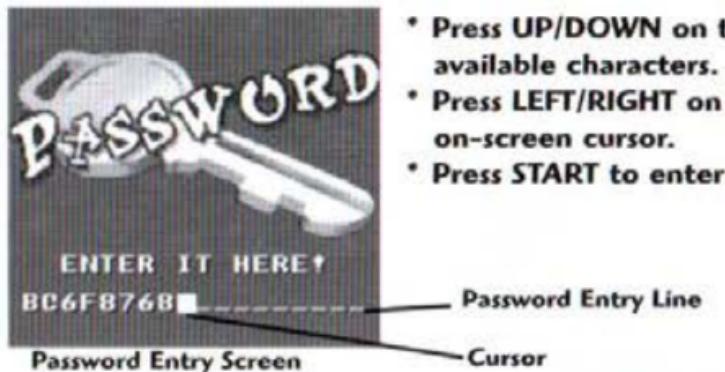


Main Option Screen



## Passwords

If the Enter Password Option has been selected, the Password Entry Screen will appear.



If an invalid password is entered, the Main Option Screen will appear. If a correct password is entered, the Main Game Screen will appear.

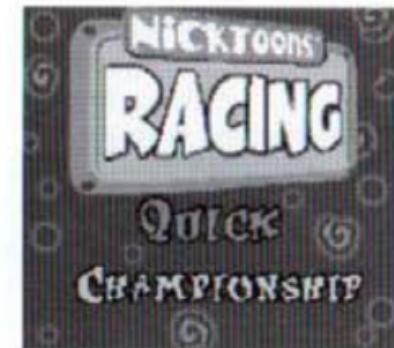


## Game Modes

On the Game Option Screen, you can choose to drive in either Quick Race Mode or Championship Mode.

### Quick Race Mode

In Quick Race Mode, you can race on any track in any of the four Program Environments.



Game Option Screen

### Championship Mode

In Championship Mode, you must compete on each track in each of the four Program Environments in a specific order.

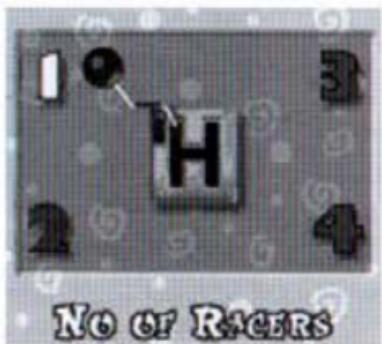
- Press UP/DOWN on the Control Pad to highlight either Option.
- Press the A Button to select the desired Option.



## Player Selection

On the Player Selection Screen, you can choose the number of players who will race against the computer-controlled cars. You may select up to four players by doing the following:

- \* Use the Control Pad to move the shifter to the desired number of players.
- \* Press the A Button to select.



Player Selection Screen

## Character Selection

The Character Selection Screen allows you to choose which Nickelodeon character to control. The available characters are:

### Character

Tommy  
Eliza  
CatDog  
Arnold  
SpongeBob SquarePants  
Dagget  
Norbert

### Program Affiliation

The Rugrats™  
The Wild Thornberrys™  
CatDog™  
Hey Arnold!™  
SpongeBob SquarePants™  
The Angry Beavers™  
The Angry Beavers™

- \* Press LEFT/RIGHT on the Control Pad to view the available Characters.
- \* Press the A Button to select the desired Character.

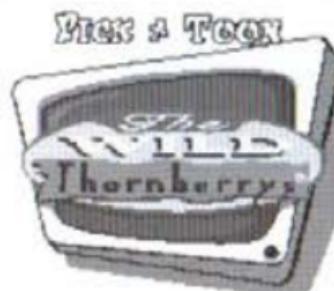
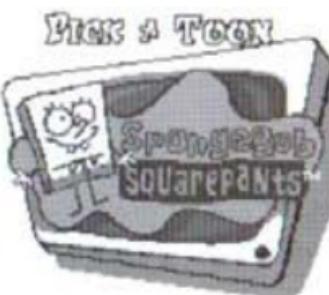
If more than one player is racing, this procedure will need to be repeated for each additional player.



## Program Selection

The Program Selection Screen allows you to choose which Nickelodeon Program Environment to race in.

- \* Press LEFT/RIGHT on the Control Pad to view the available Program Environments.
- \* Press the A Button to select the desired Program Environment.



## The Starting Line

In NICKTOONS™ RACING, only one player races at a time, no matter how many players are in the game. When more than one player is racing, each player enters a separate race starting with Player 1 and proceeding in order to the next player. Except for the player who is currently racing, all of the other cars are controlled by the computer.

From the second race onwards, the player that wins the current race will be the first driver to enter the next race.

NICKTOONS™ RACING is played by single elimination rules. If the current player doesn't reach the finish line within the time limit, or if the current player doesn't finish the race among the top three positions, that player will be eliminated from the race. When playing two or more players, only the players who are not eliminated will be able to go on to the next race. If all of the players are disqualified from the race, the game is over.

## Power Ups

While racing, you will find various objects scattered on the track to help you win the race. These include:



**Checkered Flag**

Picking up this object will cause your car to have a faster top speed for a few moments.



**Alarm Clock**

Picking up this object will add more time onto the Race Clock.



**Wrapped Package**

Colliding with this object will decrement the Lap Counter by one, giving you a free lap.



**Stop Sign**

Colliding with this object will stop all the opponent cars for a few moments.



**Splat**

Colliding with this object will slow down all the opponent cars for a few moments.



**Milk bottle**

Colliding with this object causes all the opponent cars to lose traction.

Power Ups



Racing Screen

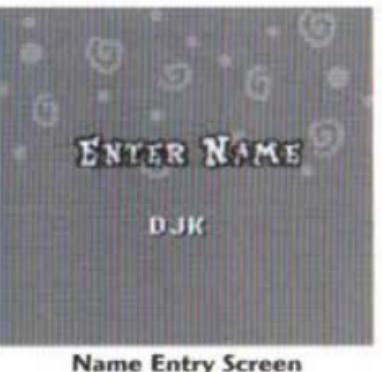


## Signing In

On the Name Entry Screen, you can enter your name by doing the following:

- Press the Control Pad UP/DOWN to move forward/backward through the letters.
- Press the Control Pad RIGHT to move to the next letter.
- Press the Control Pad LEFT to move back to the previous letter.
- Press START to enter the displayed name.

If more than one player is racing, this procedure will need to be repeated for each additional player.

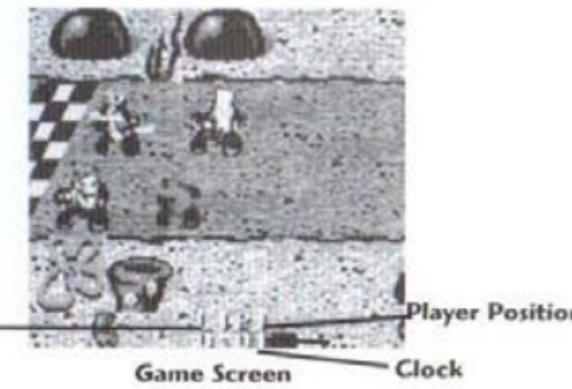


Name Entry Screen

## Start Your Engines!

- When the Racing Screen appears, the cars will be positioned at the starting line. Your car will flash on and off until the race begins.
- At the bottom portion of the screen the race clock will countdown to the start of the race. When the buzzer sounds, the race will begin. The clock will now begin counting down the remaining time. Above the clock appears information regarding the number of remaining laps as well as the current player.

While racing avoid obstacles as well as the other vehicles. Bumping into these will cost you precious time, or maybe even the race itself!



## Race Victory!

At the successful completion of the race, the Race Victory Screen will appear. On this screen you will be awarded a trophy representing your finishing position in the race.



Trophy Screen

## Credits

Executive Producer  
Dan Kitchen

Director of Development  
David Elmekies

Majesco Creative Director  
Joseph Sutton

Design, Programming and Audio  
Scott Marshall

Graphics  
Martin McDonald  
Amy Bond  
Jesse Kapili  
Adam Hreha  
Matt Wilson  
Frank Lam

Additional Programming  
Chi Chan

Testing  
Rai Iodice

Hasbro Creative Director  
David Walls

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Director, OEM & Licensing  
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Senior Manager, Development &  
Production  
Aly Peduto

Project Coordinator  
Erika "E" Ortiz

# NOTES

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We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, **DISCONTINUE USE IMMEDIATELY** and consult your physician.

#### **FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:**

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

## Repetitive Strain Statement

### **CAUTION**

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should **ALWAYS** take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrists or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

## Motion Sickness Statement

### **CAUTION**

- This software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at 1-800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (IPC code) within the 90-day warranty period to :

Majesco Sales, Inc.  
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